

**Trade and Industrial Education****Course: Electronic Media Production****Course Code # 5764****School Year** \_\_\_\_\_**Term:** \_\_\_\_ **Fall** \_\_\_\_ **Spring****2 to 3 Credits:** Standards 1-9 apply for 2 credits. Standard 10 applies for an additional credit.

All work-based learning guidelines must be followed to receive the third credit.

Student:	Grade:
Teacher:	School:
Number of Competencies in Course: <b>48 for 2 credit, 51 for 3 credits.</b>	
Number of Competencies Mastered:	
Percent of Competencies Mastered:	

**STANDARD 1.0: Students will demonstrate the ability to communicate effectively through oral, written, and visual expression.**

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
1.1	Examine different occupational careers in electronic media production (EMP) and/or related fields.			
1.2	Evaluate various types of production scripts and their use.			
1.3	Analyze the six types of commercials in the U.S.			
1.4	Apply industry terminology.			
1.5	Illustrate the development process for interactive programs.			
1.6	Analyze personal appearance, movement, and speech techniques for video-based productions.			

**STANDARD 2.0: Students will analyze how funding affects the media industry.**

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
2.1	Differentiate between commercial announcements and program underwriting statements.			
2.2	Appraise the duties of the sales department.			
2.3	Question the value of "Q" to station income.			
2.4	Interpret the budget considerations for various types of EMP.			
2.5	Interpret success for an Internet Web site.			

**STANDARD 3.0: Students will interpret and evaluate various media presentations within their context.**

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
3.1	Evaluate effectiveness of program elements of final production.			
3.2	Analyze the diversity of digital resources for editing.			
3.3	Demonstrate understanding of synchronization.			
3.4	Analyze and demonstrate lighting principles.			
3.5	Demonstrate understanding of the computer process to create a graphic.			
3.6	Analyze the difference between linear and branching programs.			
3.7	Distinguish between types of cameras and image sources.			

**STANDARD 4.0: Students will demonstrate the ability to conceptualize, develop, and present an idea.**

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
4.1	Evaluate the three stages of production: pre-production, production, post-production.			
4.2	Demonstrate knowledge of picture composition.			
4.3	Use production techniques to present an idea or to establish a mood.			

**STANDARD 5.0: Students will analyze environmental conditions and select appropriate equipment for the application.**

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
5.1	Categorize basic equipment used for EMP.			
5.2	Appraise computers and related peripheral images and media devices.			
5.3	Interpret techniques for audio production.			
5.4	Examine the differences and similarities of analog and digital sources (including compressed files).			
5.5	Analyze lighting equipment.			
5.6	Interpret video elements (i.e., resolution, formats, etc.).			
5.7	Chart the process in setting up remote audio/video productions.			

**STANDARD 6.0: Students will demonstrate leadership, citizenship, and teamwork skills required for success in the school, community, and workplace.**

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
6.1	Explore the knowledge and skills required for career opportunities in the electronic media production (EMP) industry.			
6.2	Understand work ethics related to completing activities in the electronic media production (EMP) industry.			
6.3	Demonstrate dignity in work.			
6.4	Evaluate school, community, and workplace situations by applying problem-solving and decision-making skills.			
6.5	Demonstrate the ability to work professionally with others.			
6.6	Participate in SkillsUSA-VICA as an integral part of classroom instruction.			

**STANDARD 7.0: Students will practice all aspects of safety procedures.**

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
7.1	Demonstrate safe work habits and procedures related to the electronic media production (EMP) industry.			
7.2	Apply Occupational Safety and Health Administration (OSHA) standards to the electronic media production (EMP) industry.			
7.3	Analyze potential safety issues related to interaction with the public.			
7.4	Pass with 100 % accuracy a written examination relating to safety issues.			
7.5	Pass with 100% accuracy a performance examination relating to safety.			
7.6	Maintain a portfolio record of written safety examinations and equipment examinations for which the student has passed an operational checkout by the instructor.			

**STANDARD 8.0: Students will operate within an environment structured after current media industry standards.**

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
8.1	Solve EMP problems utilizing materials, time, facilities and human resources.			
8.2	Evaluate production goals and objectives.			
8.3	Evaluate production team roles.			
8.4	Execute a basic recording session.			
8.5	Formulate trouble-shooting procedures.			

**STANDARD 9.0 Students will demonstrate an understanding of ethics in the industry.**

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
9.1	Research roles, professional conduct, and certifications in the electronic media production industry (EMP).			
9.2	Research and follow copyright laws.			
9.3	Identify the need for contracts, legal release forms, and permits.			

**STANDARD 10.0: Students will analyze how electronic media production principles are applied through a specific work-based learning experience.**

Learning Expectations		Check the appropriate Mastery or Non-Mastery column	Mastery	Non-Mastery
10.1	Analyze the opportunity and advantages of working in EMP opportunities through work-based learning.			
10.2	Apply principles of the electronic media production industry (EMP) to a work-based situation.			
10.3	Integrate time management principles in organizing his/her schedule to include home, school, work, social, and other activities.			

Additional Comments \_\_\_\_\_